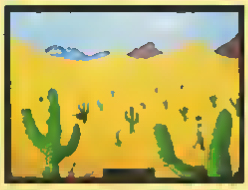
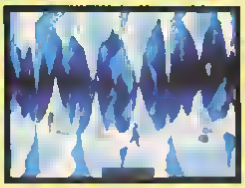
CROSSBOW by ELECTROCOIN- Exidy Crossbow

THERE ARE EIGHT LEVELS OR SCENES —
— PLUS—SURPRISE NINTH LEVEL

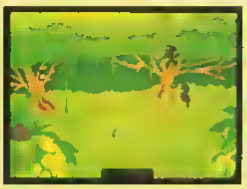


(1) **DESERT** (Targets include deadly scorpions, vultures, snakes, rabbits, and spiders)

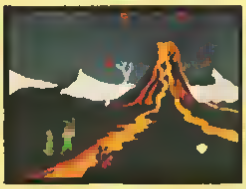
(2) **VILLAGE** (Ghosts, evil magician and his fireballs nasty town people, swamp rats)



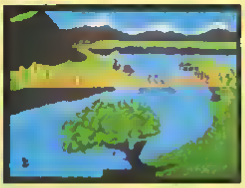
(3) **CAVE** (Bats falling icicles abominable snowman)



(4) **JUNGLE** (Man-eating plants, gorillas, coconuts, toucans etc)



(5) **VOLCANO** (Spewn rocks, molten lava, etc)



(6) **BRIDGE** (Rolling rocks, pterodactyl, fish frogs, owls)

CROSSBOW

is an adventure shooting game

The object of the game is to protect the characters (men, women and dwarves etc) from dangers lurking within each level and to remove obstacles impeding their progress, and reach the evil master's dungeon.

Each scene is begun by the player choosing the coloured path he wishes his party to follow. If the party survivas, the player chooses whare to go next by trial and error. The player must learn which colourad path leads to each scene's unique alement of danger. The adventure ends when all party members ara killed.

Points ara awarded for each target shot and is based on its difficulty level to be hit, bonus points are given at the end of each level for each surviving party member.

Surviving cartain very difficult levels also awards tha player with bonus members, increasing the size of his party.

Valuable treasures can be found in some scenes.

DISTRIBUTED BY:

(7) **CASTLE EXTERIOR** (Guard archers, arrows, alligators)

(8) **CASTLE INTERIOR** (Dragon fireball, trap door)

SPECIFICATIONS

Width: 645mm (25½")
Depth: 1025mm (40¼")
Height. 1840mm (72½")

MANUFACTURED BY:

ELECTROCOIN AUTOMATICS LTD

a1 TOTTENHAM COURT ROAD
PO BOX 1EY LONDON W1A 1EY
TELEPHONE 01-580 7348 &
01-631 1189
TELEX 892989 ELCOIN

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